

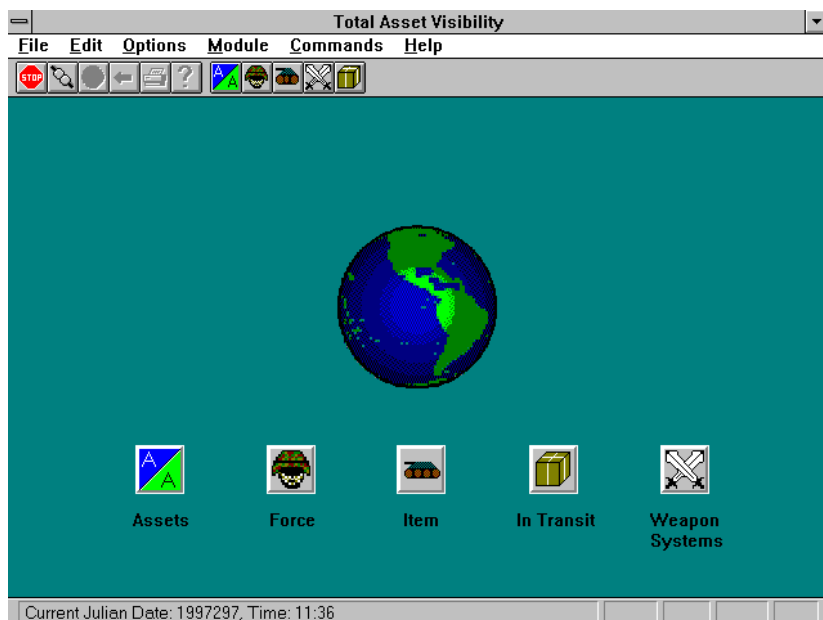
# Chapter 3

## Ready Reference

### 3.1 Organization of the Ready Reference

This chapter provides a quick reference on navigating through the different TAV modules. There are five modules in TAV: Assets, Force, Item, Weapon Systems, and In Transit. All are accessed from the Top Level TAV Screen.

### 3.2 Top Level Screen



**Figure 3.2-1**

The top level screen (Figure 3.2-1) consists of a menubar, toolbar, display area with buttons representing the various modules, and a status bar. The function of each is described below.

**Menubar:** The menubar appearing at the top of the screen provides various functions as follows.

**File** - This menu allows the user to perform basic functions:

Save and Save As - Allows the user to save a file to any location and define the filename.

Print - Allows the user to print entire data that is retrieved and saved to a text file.

Print Screen - Allows the user to get a hardcopy of information currently displayed on the screen.

Exit - Allows the user to exit the TAV application.

**Edit** - This menu allows the user to perform basic editing functions:

Undo - Undoes last action and restores to previous format.

Cut - Remove the selected text and copy it to the clipboard.

Copy - Copy the selected text to the clipboard.

Paste - Insert text which was previously cut/copied from the clipboard.

Delete - Remove the selected text without copying it to the clipboard.

Clear All - Clears all text/information.

**Module** - This menu allows you to navigate to specific screens in TAV.

Assets - Move to the Assets Top Level Screen.

Item - Move to the Item Top Level Screen.

Force - Move to the Force Top Level Screen.

Weapon Systems - Move to the Weapon Systems Top Level Screen.

In Transit - Move to the In Transit Top Level Screen.

TAV World View - Closes all windows and returns to the top level screen.

**Links** - This menu provides links to different screens based on the currently displayed screen. Some screens do not have any associated links.

**Help** - Provides information of the screens and data element displayed by TAV.

**Tool Bar:** The toolbar is at the top of the screen and appears just under the menubar. When the mouse cursor is positioned over a toolbar button, a description of the function performed by the button appears at the bottom of the screen in the status bar.

**Main Display Area:** Here you will see the TAV globe (Figure 3.2-1) and a number of buttons representing the various TAV modules (Assets, Force, Item, etc.). Click one of the buttons to access the various data options of TAV. Each of these options is described in the following sections.

**Status Bar:** The status bar, appearing at the bottom of the screen, displays information on the status of the current action being performed.

### 3.3 Top Level Navigation

The TAV Top Level screen hierarchy chart (Figure 3.3-1) shows the five options available and the main options under each.

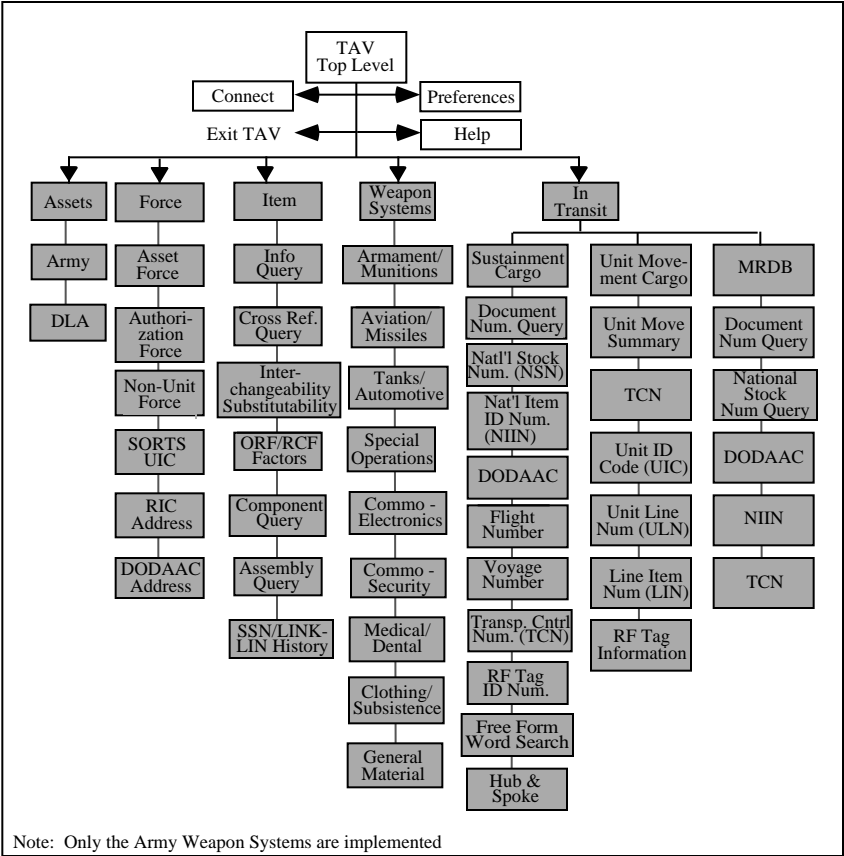


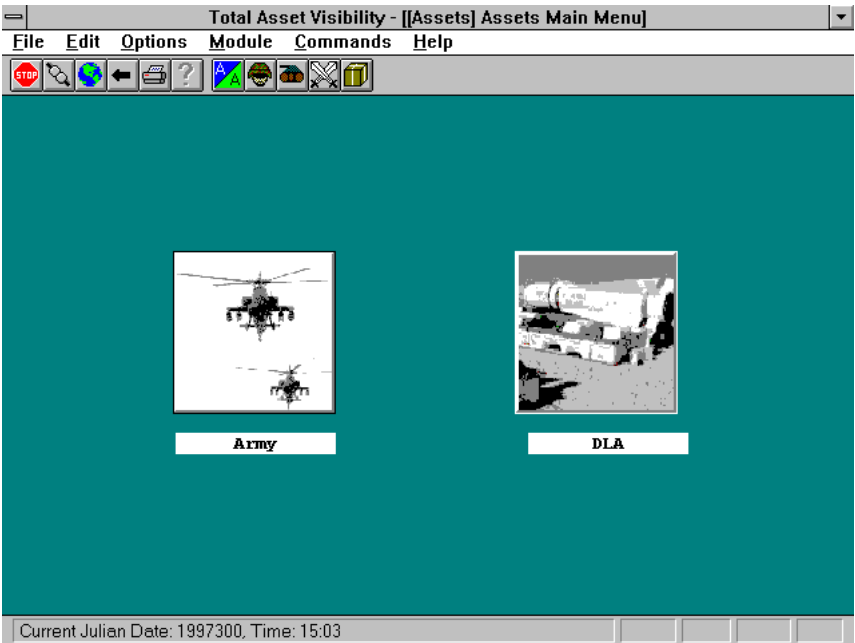
Figure 3.3-1

### 3.4 Assets Information

The Assets option provides access to quantitative information for items that are on-hand and in transit for selected force levels. On-hand assets can be either in storage or issued to using units. In the case of major items, substitute items are also identified.

### 3.4.1 Assets Top Level Screen

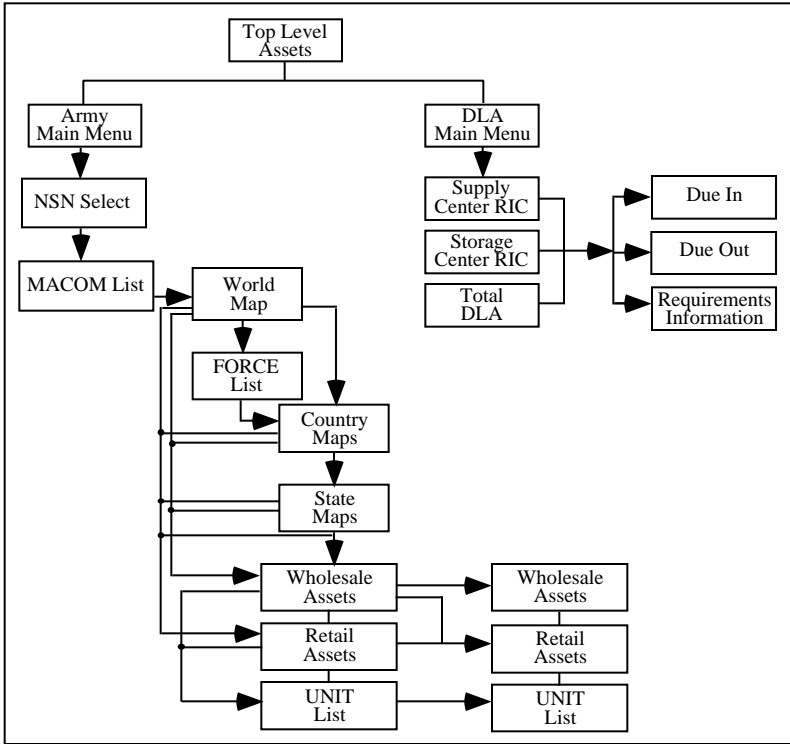
This screen (Figure 3.4-1) is the top level screen for obtaining TAV information on assets for the Army and for the DLA SAMMS sites.



**Figure 3.4-1**

### 3.4.2 Assets Screens Map

The Assets Screens Map (Figure 3.4-2) shows the hierarchical relationship between the various screens available under the Assets option.



**Figure 3.4-2**

### 3.5 Force Information

The Force option provides access to various force structures used in TAV. It also provides on-line access to the official RIC and DODAAC address files. This information can be used to identify “ship to” and “bill to” addresses, as well as a specific unit.

# 3.5.1 Force Top Level Screen

This screen (Figure 3.5-1) displays the six data options available under Force. Click the appropriate button to access the desired information.

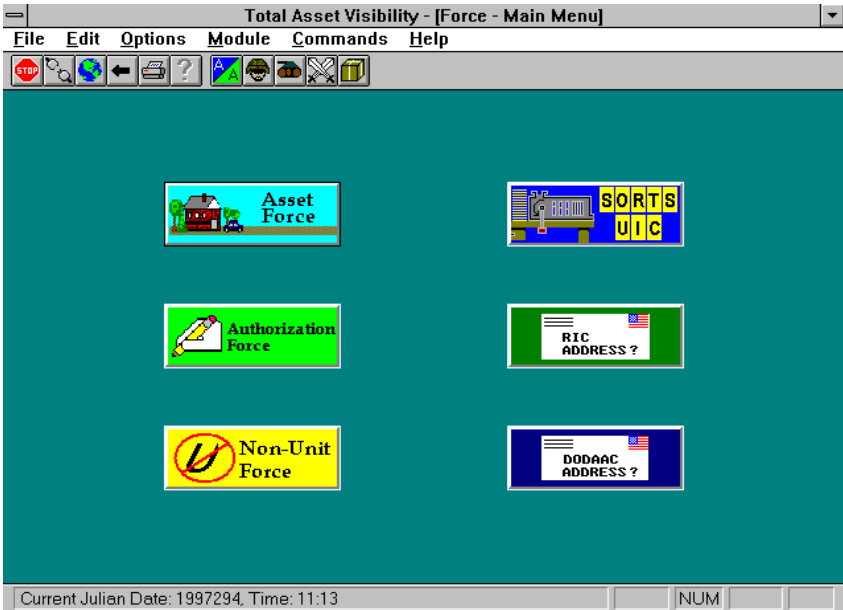
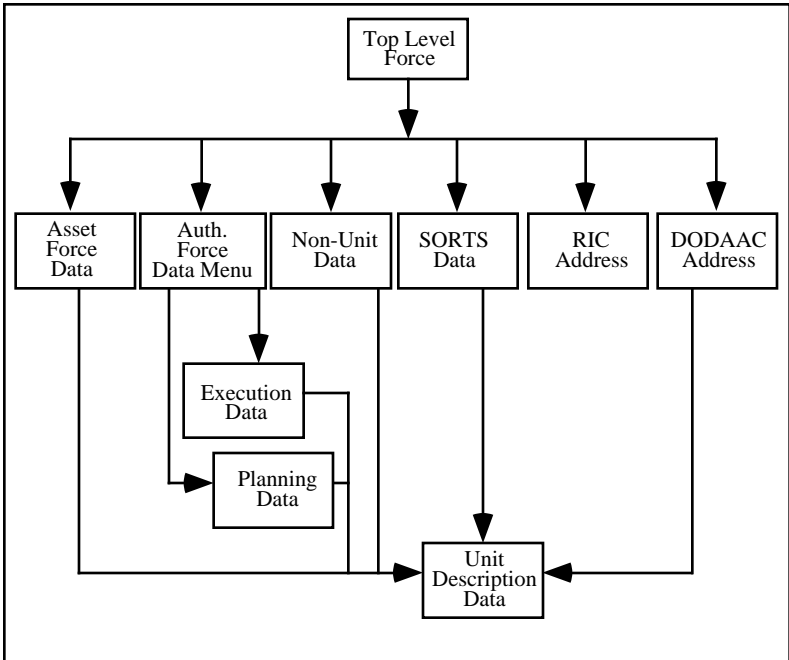


Figure 3.5-1

### 3.5.2 Force Screens Map

The Force Screen Map (Figure 3.5.2) shows the hierarchical relationship between the various screens available under the Force option.



**Figure 3.5-2**

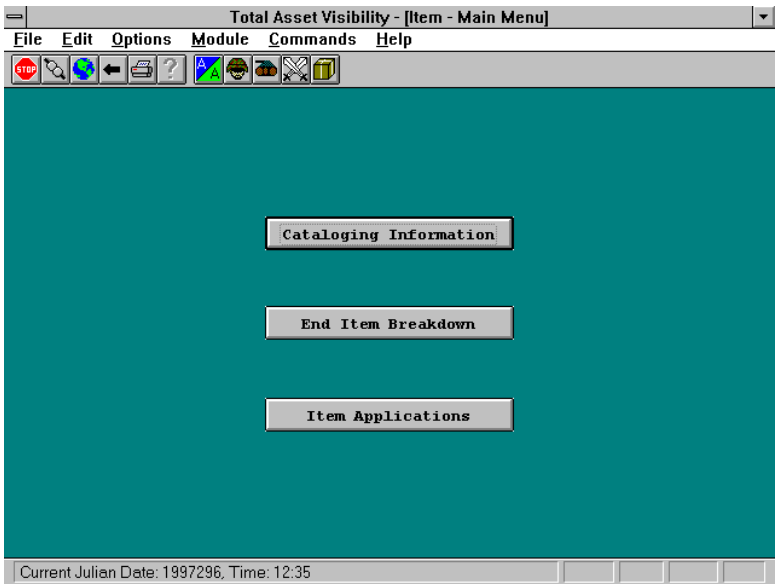
### 3.6 Item Information

The Item option provides on-line connection to Army and DOD catalogs (AMDF, SB 700-20, DLSC). Catalog data can be searched by item identifiers including SSN, LIN, NIIN, NSN, DODAC, DODIC, and Nomenclature.

Item applications provides access to repair and space parts information from the army commodity commands provisioning master records (PMR).

# 3.6.1 Item Top Level Screen

This screen (Figure 3.6-1) is the top level for the Item section of TAV. It allows you to initiate a query based on the three data options available under Item. Click the appropriate button to access the desired information.

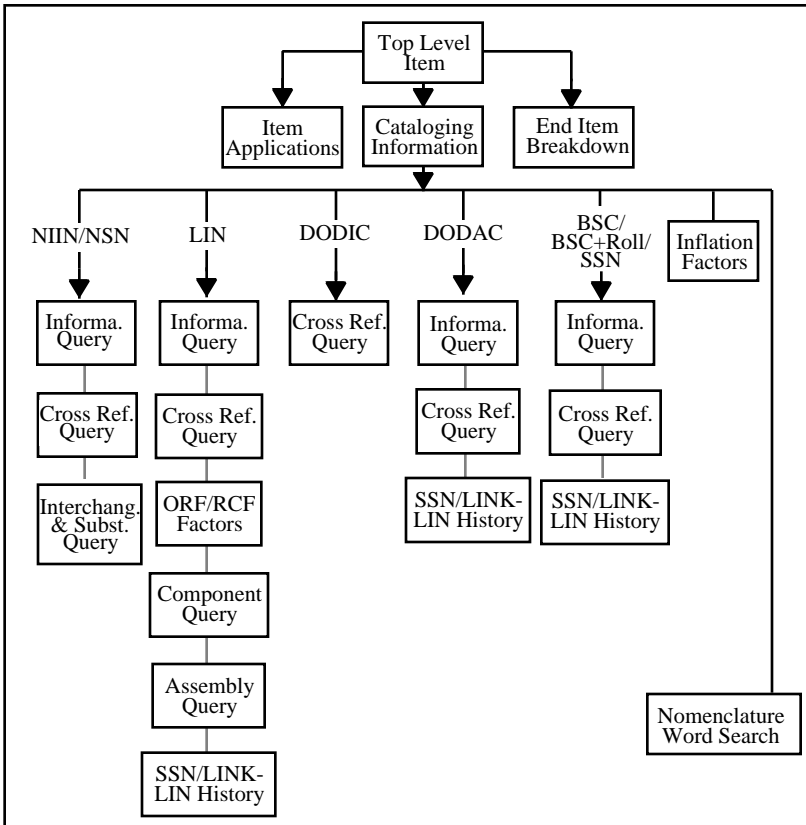


**Figure 3.6-1**



### 3.6.2 Item Screens Map

The Item Screens Map (Figure 3.6-2) shows the hierarchical relationship between the various screens available under the Item option.



**Figure 3.6-2**

## 3.7 Weapon Systems Information

The Weapon Systems option provides access to weapon systems information for Army managed major item systems.

Weapon Systems displays are presented in a file manager format. Individual items can be viewed by using the TAB key and pressing ENTER, or, by using the directional arrow keys. Page Up and Page Down will take you respectively to the top and bottom of the display.

Unit Level weapon system displays include substitute item information which will be indicated by yellow highlight. This information may be viewed by clicking on the highlighted area.

### 3.7.1 Weapon Systems Top Level Screen

This screen (Figure 3.7-1) allows you to navigate to the appropriate Weapon System materiel commodity by clicking the representational picture.

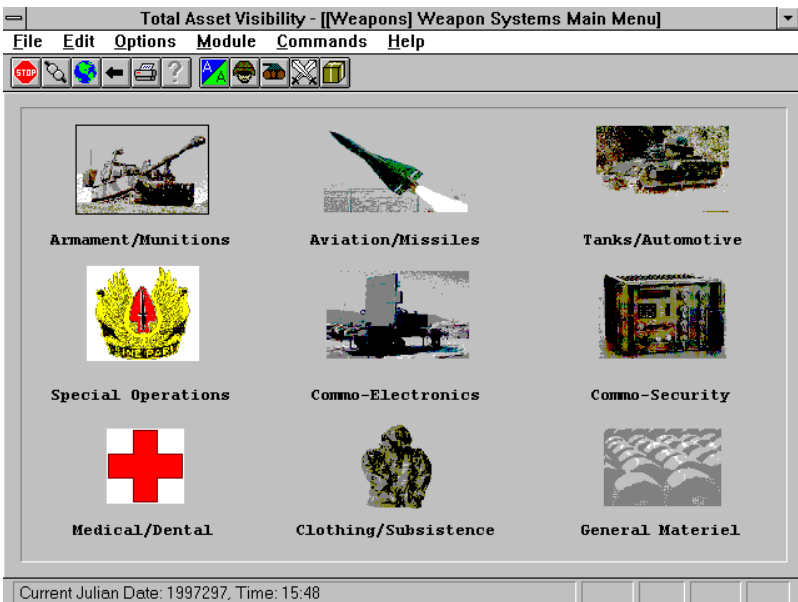
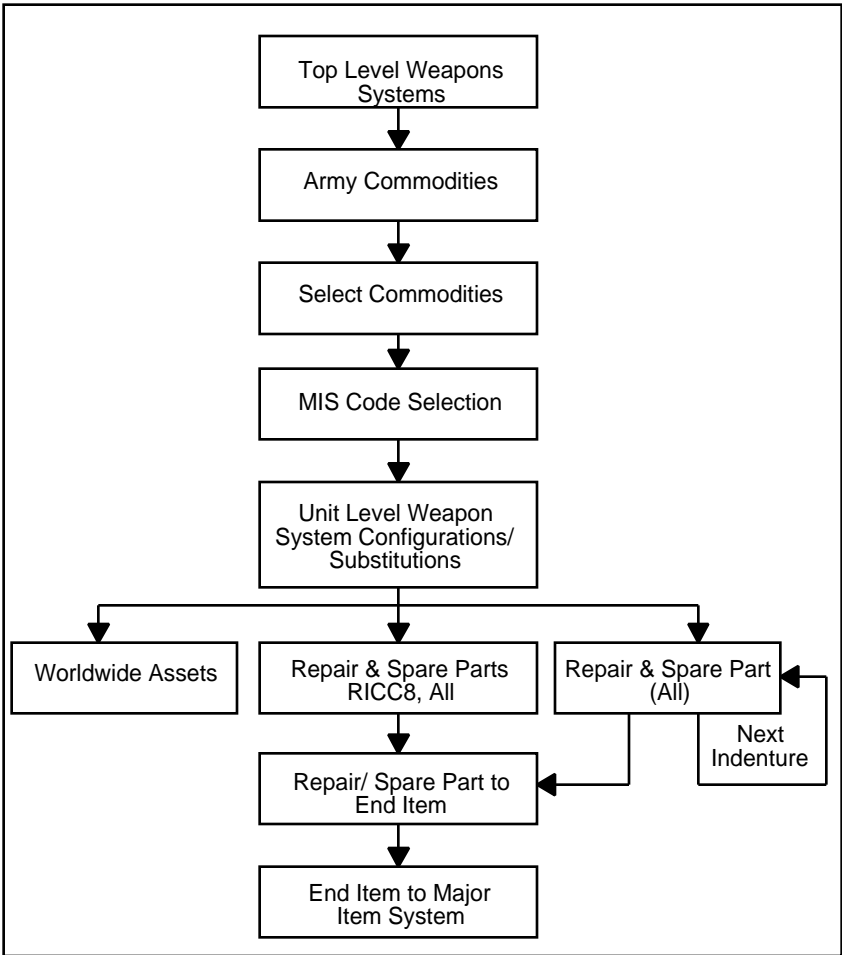


Figure 3.7-1

### 3.7.2 Weapon System Screens Map

The Weapon System Screens Map (Figure 3.7-2) shows the hierarchical relationship between the various screens available under the Weapon Systems option.



**Figure 3.7-2**

# 3.8 In Transit Information

This option provides access to the Logistics Intelligence File (LIF) to include visibility of Hub and Spoke distribution center data; Materiel Returns Data Base (MRDB) and the Unit Movement Visibility (UMV) databases. It also provides visibility of individual requisitions and shipments. Entry of key transportation data, e.g., Document Number, National Stock Number, Transportation Control Number, etc., will provide detailed in transit information such as the Depot Ship Date, Ports of Embarkation and Debarkation, Receipt/Lift/Forward Dates, Intermediate and Consolidated Transportation Control Numbers, Voyage/Flight Number, etc.

## 3.8.1 In Transit Top Level Screen

This screen (Figure 3.8-1) provides access to all In Transit data paths with visibility of individual requisitions and shipments as they are processed through the logistical pipeline.

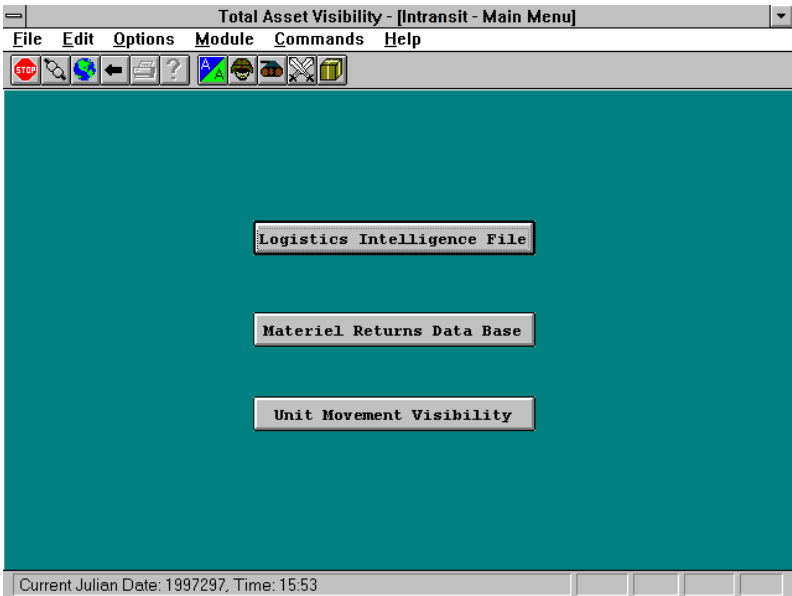
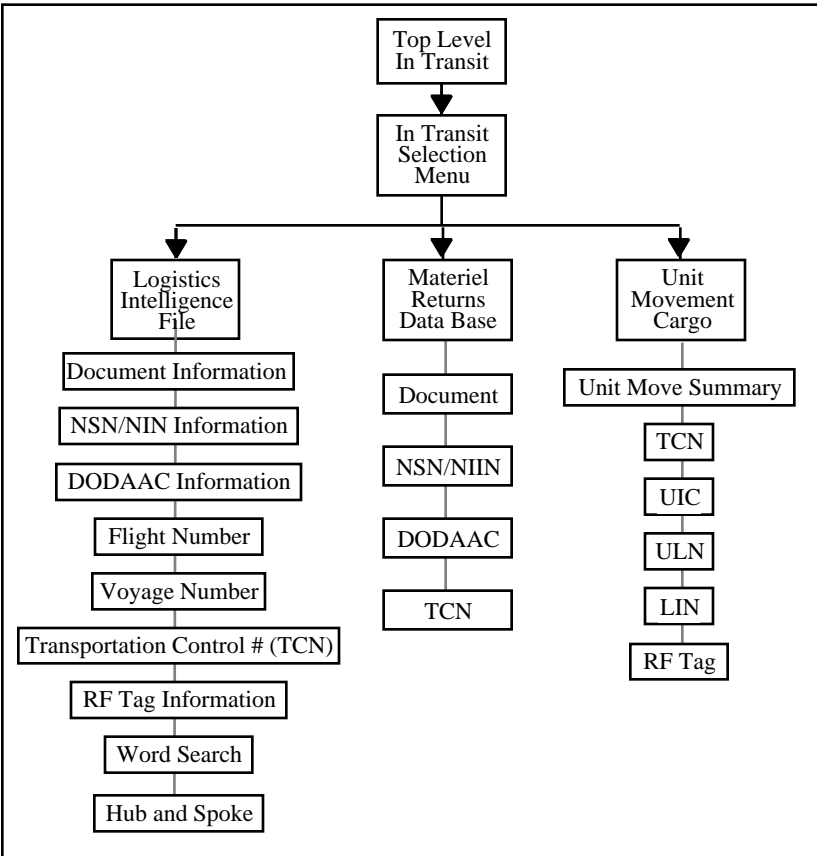


Figure 3.8-1

### 3.8.2 In Transit Screens Map

The In Transit Screens Map (Figure 3.8-2) shows the hierarchical relationship between the various screens available under the In Transit option.



**Figure 3.8-2**